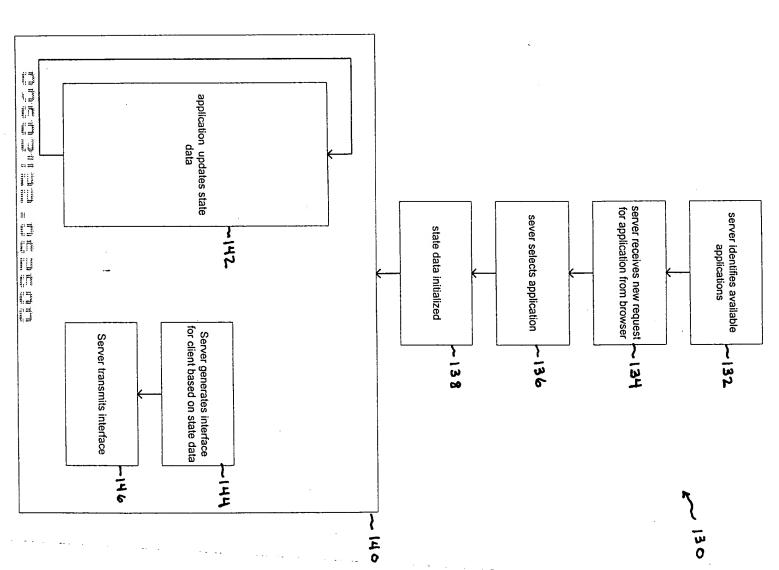
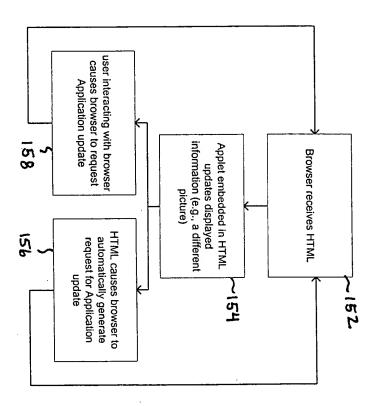


**FIG.** 6





150

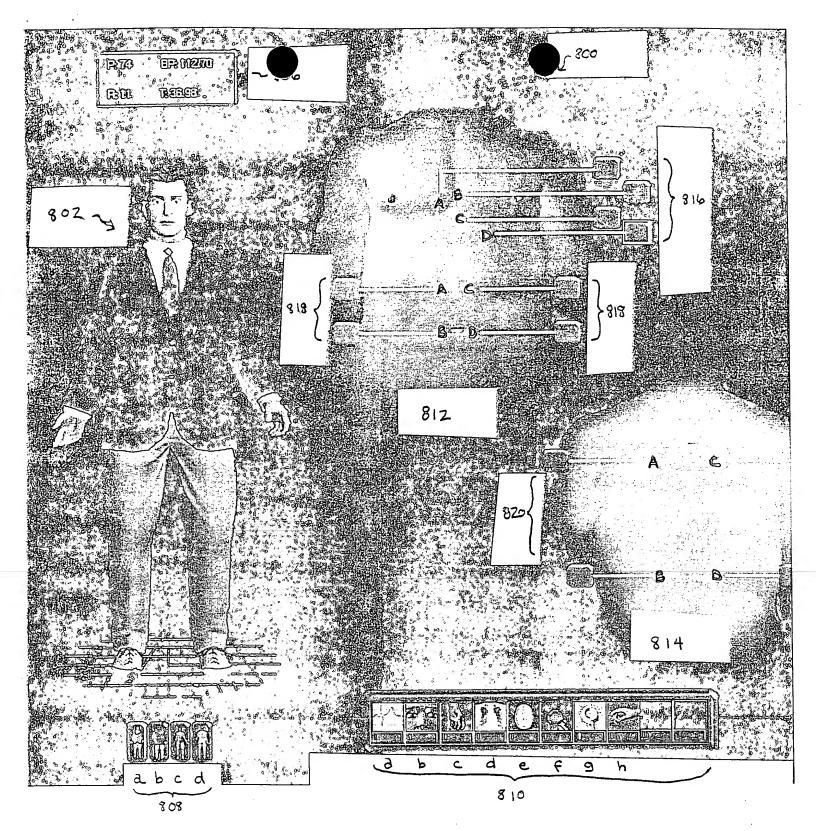
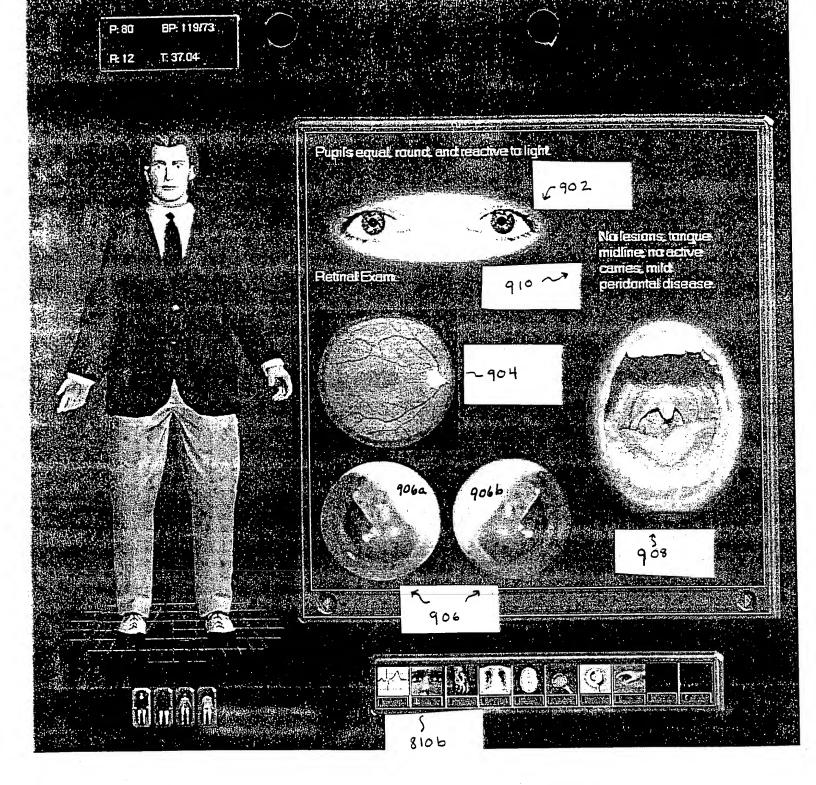


FIG. 8



F16.9

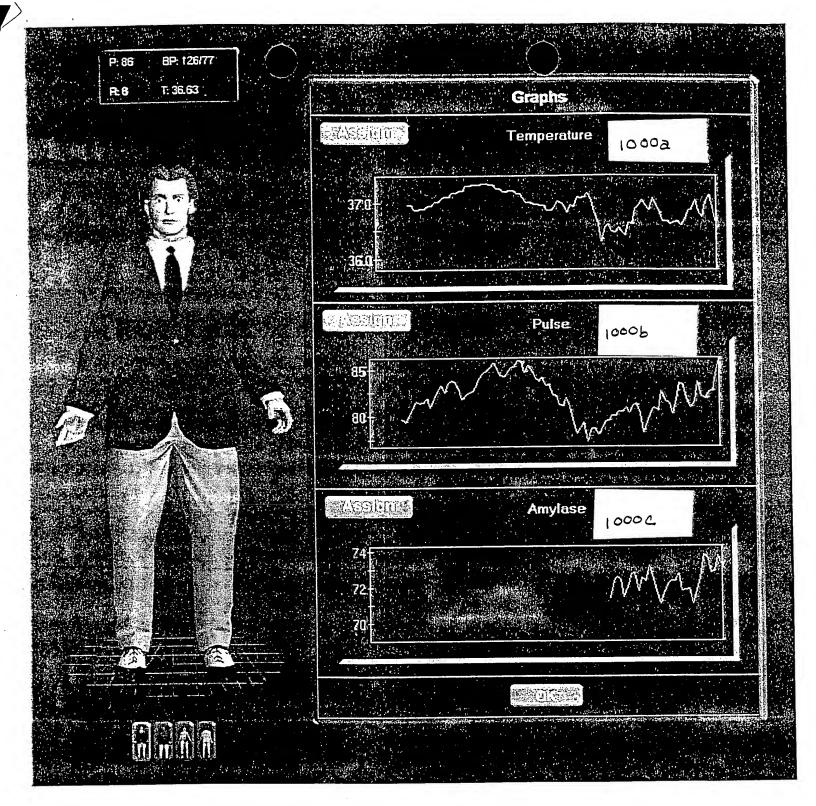
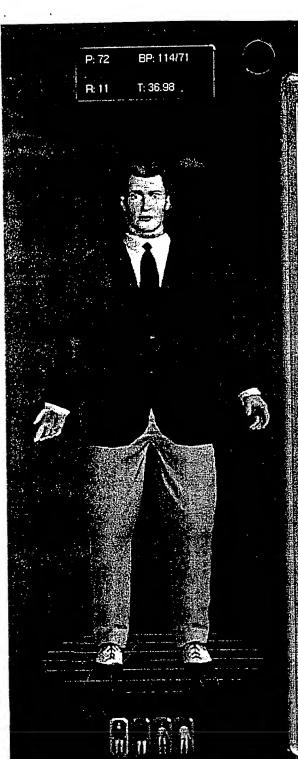


FIG. 10



## THE TOTAL OF THE POST OF THE P

## **Patient History**

Sudden, unexplained increase in thirst and appetite accompanied by acnormally irrequent urination and weight loss of 2 pounds, starting approximately one month ago.

The patient is a \$1 y/o moderately obese white male who presented with a one month history of unexplained, sudden onset of polydyosia, polyphagia, increased urinary frequency, and moderate weight loss. Patient decies pain on urination or blood in urine, change in stream, renal infection, or any recent changes in physical activity.

Tonsillectomy at age 2. Medications include variable use of OTC pain medications, including aspirin and lbuprofin. No known medicine allergies, hypertension, pulmonary, thyroid, or kidney disease. Last clinic visit over 4 years ago for an employment physical, which was unremarkable.

1100

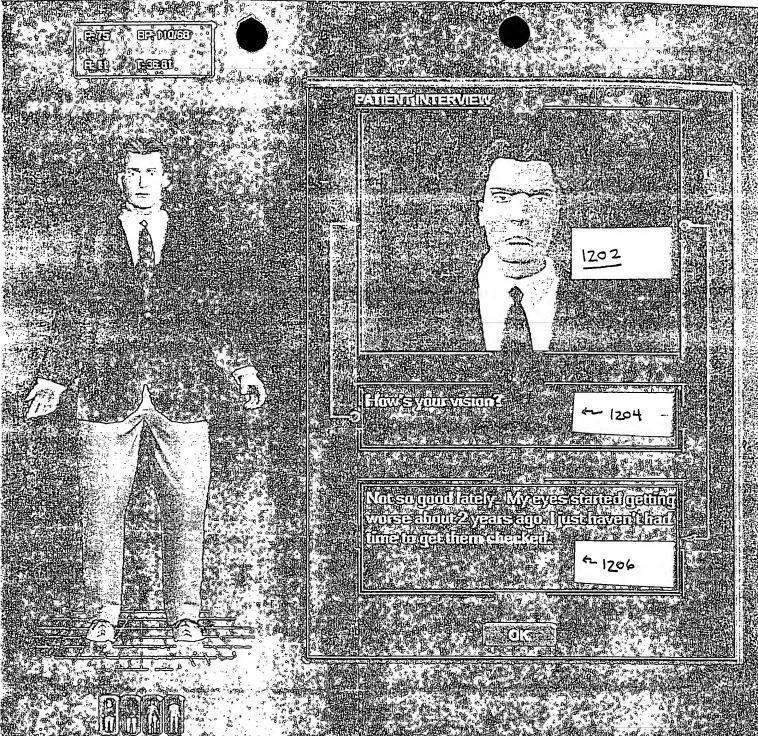
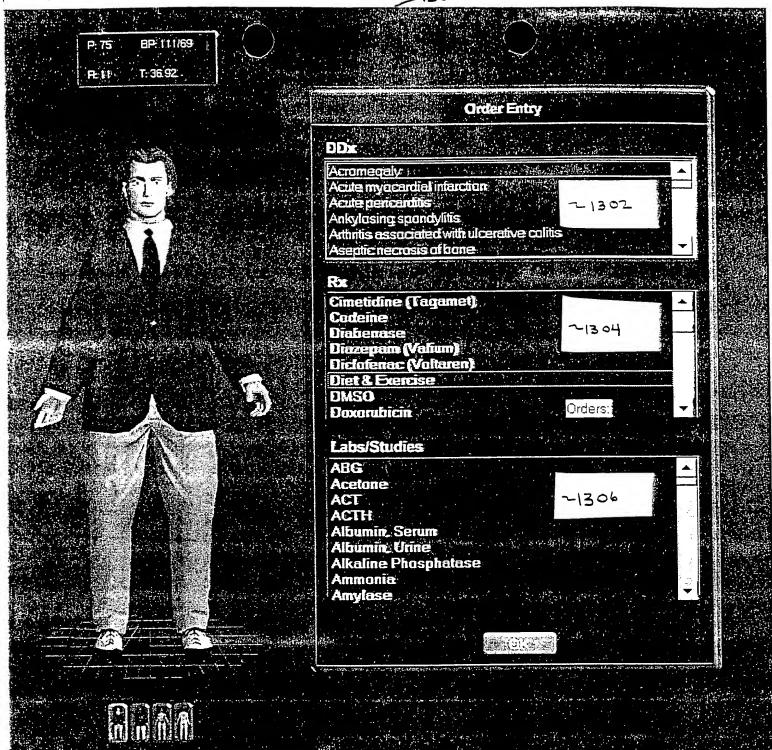
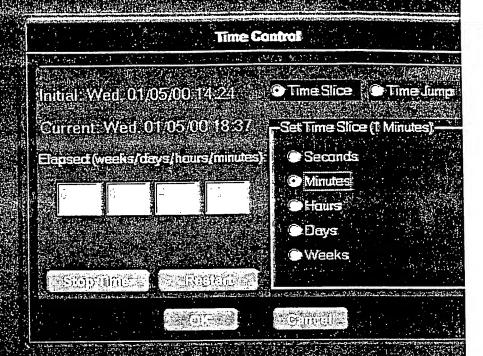


FIG. 12



P: 85 BP: 116772 P: 9 T: 37.25



```
Object Model Key "Patient Views"
        Object Model MMFilel "Body Renderings\MorphMan\aprime.jpg"
         Object Model MMFile2 "Body Renderings\MorphMan\bprime.jpg"
        Object Model MMFile3 "Body Renderings\MorphMan\cprime.jpg"
         Object Model MMFile4 "Body Renderings\MorphMan\dprime.jpg"
1504 {Object Model Key "ROS Head" Object Model MMFilel "Body Renderings\MFaces\Neutral.jpg"
         *Object ABD Key "Front Auscultation"
         Object ABD MMFile "Body Renderings\New Male Fat\FatChBkMAus.jpg"
         Object ABD Sound1 "Wav Files\Other\Bowell.wav"
         Object ABD Sound2 "Wav Files\Other\Bowel2.wav"
1506
         Object ABD Sound3 "Wav Files\Other\Bowel3.wav"
        Object ABD Sound4 "Wav Files\Other\Bowel2.wav"
         Object ABD Key "Front Percussion"
         Object ABD MMFile "Body Renderings\New_Male_Fat\FatChBkMPercuss.jpg"
         Object ABD Sound1 "Wav Files\Percussion\PercusDull.wav"
         Object ABD Sound2 "Wav Files\Percussion\PercusDull.wav"
         Object ABD Sound3 "Wav Files\Percussion\PercusFlat.wav"
         Object ABD Sound4 "Wav Files\Percussion\PercusFlat.wav"
         Object ABD Sound5 "Wav Files\Percussion\PercusResonant.wav"
1508
         Object ABD Sound6 "Wav Files\Percussion\PercusResonant.wav"
         Object ABD Sound7 "Wav Files\Percussion\PercusDull.wav"
Call Till Call Call
       Object ABD Sound8 "Wav Files\Percussion\Exclame.wav"
                              "Front Auscultation"
          Object Chest Kev
          Object Chest MMFile "Body Renderings\New_Male_Fat\FatChBkMAus.jpg"
          Object Chest Sound1 "Wav Files\Heart Sounds\Normal(A).wav"
          Object Chest Sound2 "Wav Files\Heart Sounds\Normal(P).wav"
          Object Chest Sound3 "Wav Files\Heart Sounds\Normal(T).wav"
          Object Chest Sound4 "Wav Files\Heart Sounds\Normal(M).wav"
ľIJ
Object Chest Key
                               "Back Auscultation"
          Object Chest MMFile "Body Renderings\New_Male_Fat\FatChBkMAus.jpg"
          Object Chest Sound1 "Wav Files\Breath Sounds\NormBSApex.wav"
          Object Chest Sound2 "Wav Files\Breath Sounds\NormBSApex.wav"
          Object Chest Sound3 "Wav Files\Breath Sounds\NormBSBase.wav"
512
          Object Chest Sound4 "Wav Files\Breath Sounds\NormBSBase.wav"
          Object Chest Sound5 "Wav Files\Breath Sounds\NormBSBase.wav"
          Object Chest Sound6 "Wav Files\Breath Sounds\NormBSBase.wav"
          Object Chest Key
                               "Back Percussion"
          Object Chest MMFile "Body Renderings\New_Male_Fat\ChBkMPercuss.jpg"
          Object Chest Soundl "Wav Files\Percussion\PercusResonant.wav"
          Object Chest Sound2 "Wav Files\Percussion\PercusResonant.wav"
          Object Chest Sound3 "Wav Files\Percussion\PercusResonant.wav"
          Object Chest Sound4 "Wav Files\Percussion\PercusResonant.wav"
1514
          Object Chest Sound5 "Wav Files\Percussion\PercusResonant.wav"
          Object Chest Sound6 "Wav Files\Percussion\PercusResonant.wav"
          Object Chest Sound7 "Wav Files\Percussion\PercusFlat.wav"
          Object Chest Sound8 "Wav Files\Percussion\PercusFlat.wav"
                           "EKG"
          Object CV Key
          Object CV MMFile1 "EKGs\Normsinr.jpg"
1516
        Object CV Entry "Normal sinus rhythm with no signs of past or current cardiac events."
                             "Extremities - Left Hand"
         Object Ext Key
1518
          Object Ext MMFilel "Extrem\MNLHand.jpg"
         Object Ext Entry "Left hand normal to inspection."
         Object Ext Key
                             "Extremities - Right Hand"
 1520
          Object Ext MMFilel "Extrem\MNRHand.jpg"
          Object Ext Entry "Right hand normal to inspection."
```

FIG 15b

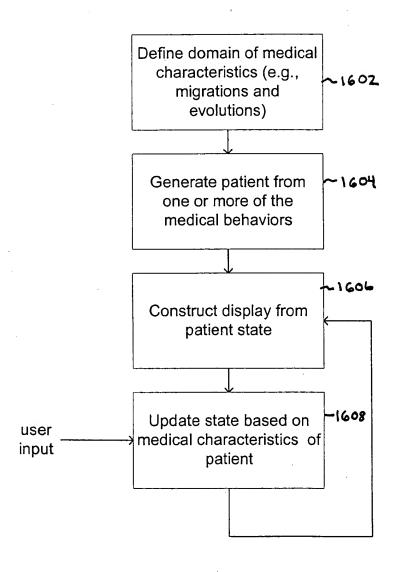


FIG. 16

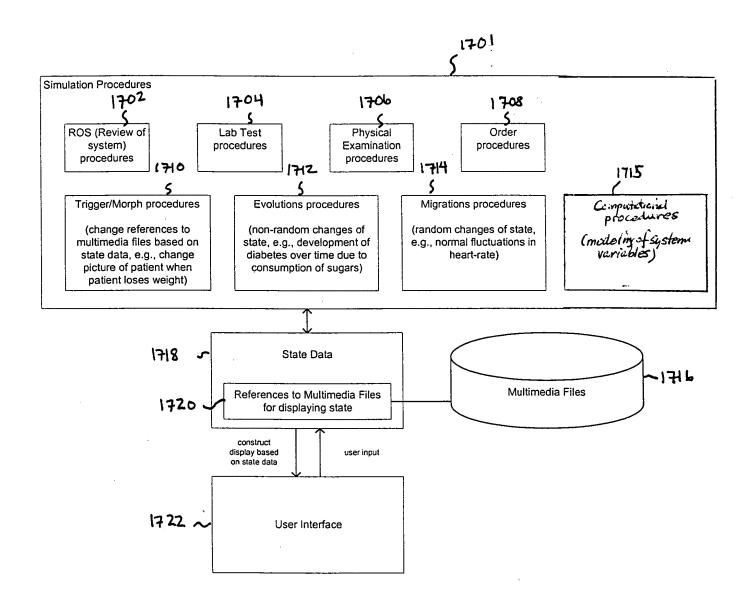
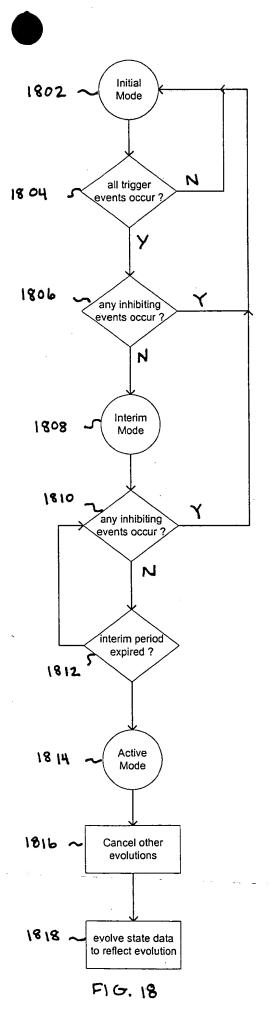


FIG. 17



```
Name "Diet & Exercise"
                  Number_Trigger_Events 1
     1902
                   Trigger_Type Action
                  Trigger_Index "Diet & Exercise"
                 Number_Initial_Inhibiting_Events 1
                 Initial_Inhibiting_Event_Type Evolution_Started
Initial_Inhibiting_Event_Index "Diet & Exercise"
Initial_Inhibiting_Event_Value 1
       1904
                 Interim_Mode_Time 4
Interim_Mode_Units Days
       1906
                   Number_Interim_Inhibiting_Events 0
       1908
                  Number_Evolutions_to_Cancel 0
                   Number_Evolving_Variables 4
                   Variable_to_Evolve "Vital_Weight"
                   Importance 4
                   Target_Multiple 0.90
Target_Increment 1
                   Target_Variance 1
      19103
                   Time 6\overline{2}
                   Time_Units Days
                   Time_Variance 2
Curve_Index 1
                   Evolve_Variance 2
                   Variable_to_Evolve "Glucose, Fasting"
ij
                   Importance 3
Target_Multiple 0.90
                   Target_Increment 1
                   Target_Variance 1.5
       19106
Very Very
                   Time 5\overline{2}
                   Time_Units Days
                   Time Variance 1
                   Curve_Index 1
                   Evolve_Variance 1.25
1 6
                   Variable_to_Evolve "Glucose, Plasma"
ľŲ
                   Importance 5
                   Target_Multiple 0.95
(ħ
                   Target_Increment 1
                   Target_Variance 1.25
       19100
                   Time 4\overline{2}
                   Time_Units Days
                   Time_Variance 1
                   Curve_Index 1
                  Evolve_Variance 1.45
                   \begin{tabular}{ll} Variable\_to\_Evolve "Glucose, 2h Postprandial" \\ Importance 2 \end{tabular}
                   Target Multiple 0.95
                   Target_Increment 1
      19100
                   Target_Variance 1.25
Time 42
                   Time_Units Days
                   Time_Variance 1
                   Curve_Index 1
                   Evolve_Variance 1.75
```

End\_Evolution

Evolution

```
Migration
Name
        "ACT"
Comment "Activated clotting Time"
Units
        "s"
Variable
                 "ACT"
        143)
Start
             2002
        114
Min
Max
        186 )
Time_Step
                Minutes
Time_Unit
                 0.4 } 2006
Variance
Time_Jump
End Migration
```

FI G. 20

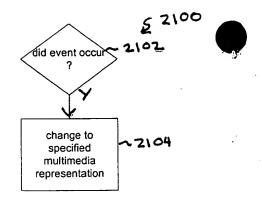


FIG. 21

13

17

ľIJ

ïL

Hall then with lane

```
Object Chest Key "Back Percussion"
Object Chest MMFile "Body Renderings\New_Male_Fat\ChBkMPercuss.jp
g"
Object Chest Sound1 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound2 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound3 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound4 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound5 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound6 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound6 "Wav Files\Percussion\PercusResonant.wav"
Object Chest Sound7 "Wav Files\Percussion\PercusFlat.wav"
Object Chest Sound8 "Wav Files\Percussion\PercusFlat.wav"
```

```
Trigger
Name "ChangeBackPersussion"
Object Chest Sound1 "Back Percussion"
Variable_Index "Weight"
Min 100
Max 120
Object_String "Body Renderings\New_Male_Slim\ChBkMPercuss.wav"
```

FIG. 22

2206

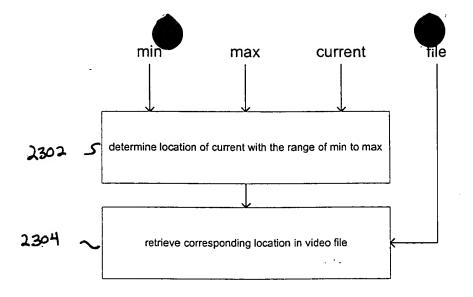


FIG . 23

```
Morph
Name "vital_weightM"
Comment "No Comment"
Variable "vital_weight"
Min 164.0
Max 184.0
End_Morph
```

FIG. 24

13

ij

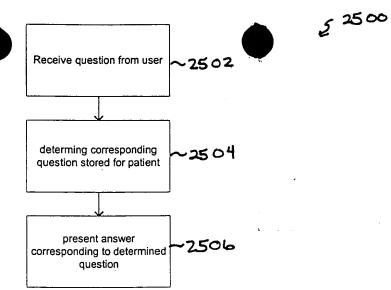


FIG. 25

```
Object ROS Question
                      "Have you felt fatigued?"
Object ROS Answer
                   "Well, I do find myself more tired at the end
of the day lately, even though my job hasn't changed in years."
Object ROS Keywords "tire, fatigue, letharg"
Object ROS Entry . "Fatigued at the end of the day."
Object ROS MMFile1 "Body Renderings\FFaces\sullen.jpg"
```

FIG. 26

Object Lab Test "Acetone"
Object Lab Description "No migration - Neg/Pos"
Object Lab Entry "Neg/Pos"

## FIG. 27

Object Order Action "Acarbose" Object Order Description "Oral Antidiabetic - Precose" Object Order Entry "Given to patient PO; tolerated well"

FIG. 28

Object Physical Key "Oral Temperature"
Object Physical Text "Oral Temperature: \$temperature\$"

FIG. 29

## COMPUTATION

Name "Vital\_BP\_Diastolic"

Comment "no comment"

Units "mmHG"

Variable "Vital\_BP\_Diastolic"

Method\_Name"ComputeBPDiastolic"

Number Arguments 1

Argument\_Variable "Vital\_BP Systolic"

Variance 2

End\_Computation

FIG. 30

-IG. 31

